

## AMENDMENTS TO THE CLAIMS

Cancel Claims 1-34.

Add the following new claims:

Claim 35 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and
- g) returning a portion of the monetary value of the

player error to the player.

Claim 36 (new). The method of Claim 35 in which both the highest expected value and the player's expected value are calculated by the using the formula:

$$TEV_i = \sum_{n=1}^N P_{ni} \times Award_n$$

where:

$TEV_i$  is the Total Expected Value of awards paid for the  $i^{th}$  discard strategy.

$N$  is the winning hand types; this corresponds to the number of possible distinct winning categories.

$P_{ni}$  is the probability of winning the  $n^{th}$  Award, given the dealt hand at the  $i^{th}$  discard strategy.

$Award_n$  is the Pay for the  $n^{th}$  winning combination.

Claim 37 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by paying the player the portion of the monetary value of the player error at the end of each hand.

Claim 38 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by accumulating the monetary value of the player error over a plurality of hands and returning the portion of the monetary value of the accumulated player error when the accumulated monetary value reaches a predetermined amount.

Claim 39 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by:

- a) accumulating the monetary value of the player error over a plurality of hands;
- b) establishing a range of monetary values;
- c) randomly selecting a monetary value from the range of monetary values; and
- d) returning the portion of the monetary value of the accumulated player error when the accumulated monetary value reaches the randomly selected monetary value.

Claim 40 (new). The method of Claim 35 in which the

portion of the monetary value of the player error is returned to the player by adding the portion of the monetary value of the player error to at least one progressive meter and returning the portion of the monetary value of the accumulated player error when the player achieves a hand combination for which the amount of the progressive meter is awarded to the player.

Claim 41 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by providing the player a free hand of play of the video draw poker game whenever the player error accumulates to a predetermined amount.

Claim 42 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a free hand of play of the video draw poker game.

Claim 43 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by providing the player a predetermined starting hand to be played on the video draw poker game whenever the player error accumulates to a predetermined amount.

Claim 44 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a predetermined starting hand to be played on the video draw poker game.

Claim 45 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by providing the player a predetermined starting hand to be played on the video draw poker game which is selected by the player from a menu of predetermined starting hands whenever the player error accumulates to a predetermined amount.

Claim 46 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a predetermined starting hand to be played on the video draw poker game which is selected by the player from a menu of predetermined starting hands.

Claim 47 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player by providing the player a starting hand to be played on the video draw poker game using a higher return pay table whenever the player error accumulates to a predetermined amount.

Claim 48 (new). The method of Claim 35 in which the portion of the monetary value of the player error is returned to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of

receiving a starting hand to be played on the video draw poker game using a higher return pay table.

Claim 49 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a plurality of gaming machines are linked together and each player of a gaming machine makes a wager to be eligible to participate in the play of one of the gaming machines comprising:

- a) displaying a starting five card hand to each player;

- b) calculating the highest expected value for the starting hand;

- c) the player holding none, one or more of the cards of the starting hand;

- d) calculating the player's expected value of the starting hand based on the cards held by the player;

- e) determining the player error by subtracting the player's expected value from the highest expected value;

- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player;

g) accumulating the monetary value of the player errors from each gaming machine; and

h) returning a portion of the accumulated monetary value of the player error to one of the players.

Claim 50 (new). The method of Claim 49 in which the portion of the accumulated monetary value of the player error is returned to one of the players by randomly selecting one of the players and paying that player the portion of the accumulated monetary value of the player error.

Claim 51 (new). The method of Claim 49 in which the portion of the accumulated monetary value of the player error is returned to one of the players by adding the portion of the monetary value of the player error to at least one progressive meter and returning the portion of the monetary value of the accumulated player error when one of the players achieves a hand combination for which the amount of the progressive meter is awarded to that player.

Claim 52 (new). A method of calculating and using player error occurring during the play of a game of multiple hand



video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and
- g) returning a portion of the monetary value of the player error to the player.

Claim 53 (new). The method of Claim 52 in which the portion of the monetary value of the player error is returned to the player by providing the player with at least one additional free hand during the next round of play by the player.

Claim 54 (new). The method of Claim 52 in which the portion of the monetary value of the player error is returned to the player by providing the player with at least one additional hand at a reduced wager during the next round of play by the player.

Claim 55 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager

made by the player; and

g) returning the monetary value of the player error to the player by providing the player a free hand of play of the video draw poker game whenever the player error accumulates to a predetermined amount.

Claim 56 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and

g) returning the monetary value of the player error to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a free hand of play of the video draw poker game.

Claim 57 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and

g) returning the monetary value of the player error to the player by providing the player a predetermined starting hand to be played on the video draw poker game whenever the player error accumulates to a predetermined amount.

Claim 58 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and
- g) returning the monetary value of the player error to

the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a predetermined starting hand to be played on the video draw poker game.

Claim 59 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and

g) returning the monetary value of the player error to the player by providing the player a predetermined starting hand to be played on the video draw poker game which is selected by the player from a menu of predetermined starting hands whenever the player error accumulates to a predetermined amount.

Claim 60 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;
- f) determining the monetary value of the player error by multiplying the player error by the amount of the wager

made by the player; and

g) returning the monetary value of the player error to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a predetermined starting hand to be played on the video draw poker game which is selected by the player from a menu of predetermined starting hands.

Claim 61 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

- a) displaying a starting five card hand to the player;
- b) calculating the highest expected value for the starting hand;
- c) the player holding none, one or more of the cards of the starting hand;
- d) calculating the player's expected value of the starting hand based on the cards held by the player;
- e) determining the player error by subtracting the player's expected value from the highest expected value;



f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and

g) returning the monetary value of the player error to the player by providing the player a starting hand to be played on the video draw poker game using a higher return pay table whenever the player error accumulates to a predetermined amount.

Claim 62 (new). A method of calculating and using player error occurring during the play of a game of video draw poker in which a player makes a wager to be eligible to participate in the play of the game comprising:

a) displaying a starting five card hand to the player;

b) calculating the highest expected value for the starting hand;

c) the player holding none, one or more of the cards of the starting hand;

d) calculating the player's expected value of the starting hand based on the cards held by the player;

e) determining the player error by subtracting the player's expected value from the highest expected value;

f) determining the monetary value of the player error by multiplying the player error by the amount of the wager made by the player; and

g) returning the monetary value of the player error to the player whenever the player error accumulates to a predetermined amount by providing the player the option of receiving the monetary value in cash or credits or of receiving a starting hand to be played on the video draw poker game using a higher return pay table.